

AGB-BRGE-USA

GAME BOY ADVANCE®

# YU-YU-HAKUSHO™ GHOST FILES TOURNAMENT TACTICS™

INSTRUCTION BOOKLET

ATARI

**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

## **⚠ WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions**

**Altered vision**

**Eye or muscle twitching**

**Involuntary movements**

**Loss of awareness**

**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

## **WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

## **WARNING - Battery Leakage**

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

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manufactured by Nintendo. Always  
look for this seal when buying  
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Nintendo does not license the sale or use of products  
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**THIS GAME PAK WILL WORK ONLY WITH THE  
GAME BOY® ADVANCE VIDEO GAME SYSTEM.**



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### **Important Legal Information**

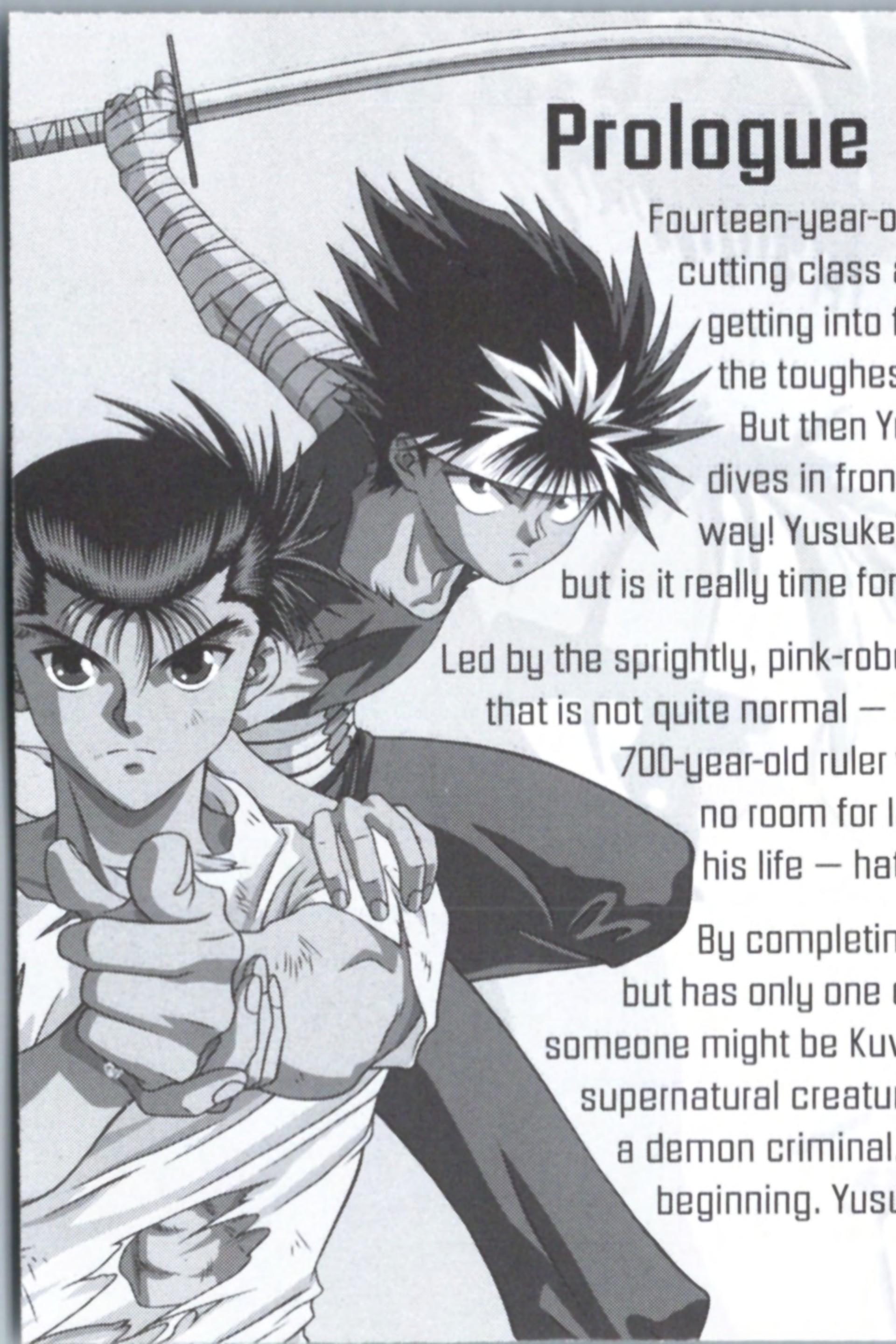
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The contents of this notice do not interfere with your statutory rights. This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.

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# Prologue

Fourteen-year-old Yusuke® Urameshi is having a typical day. He's cutting class at school, having arguments with his teachers, and getting into fistfights with his rival Kuwabara®. Hey – when you're the toughest kid in town, you have a reputation to maintain!

But then Yusuke® does something that betrays his killer rep. He dives in front of a speeding car to push a little boy out of harm's way! Yusuke® makes the ultimate sacrifice for the sake of another, but is it really time for this brash young man's life to come to an end?

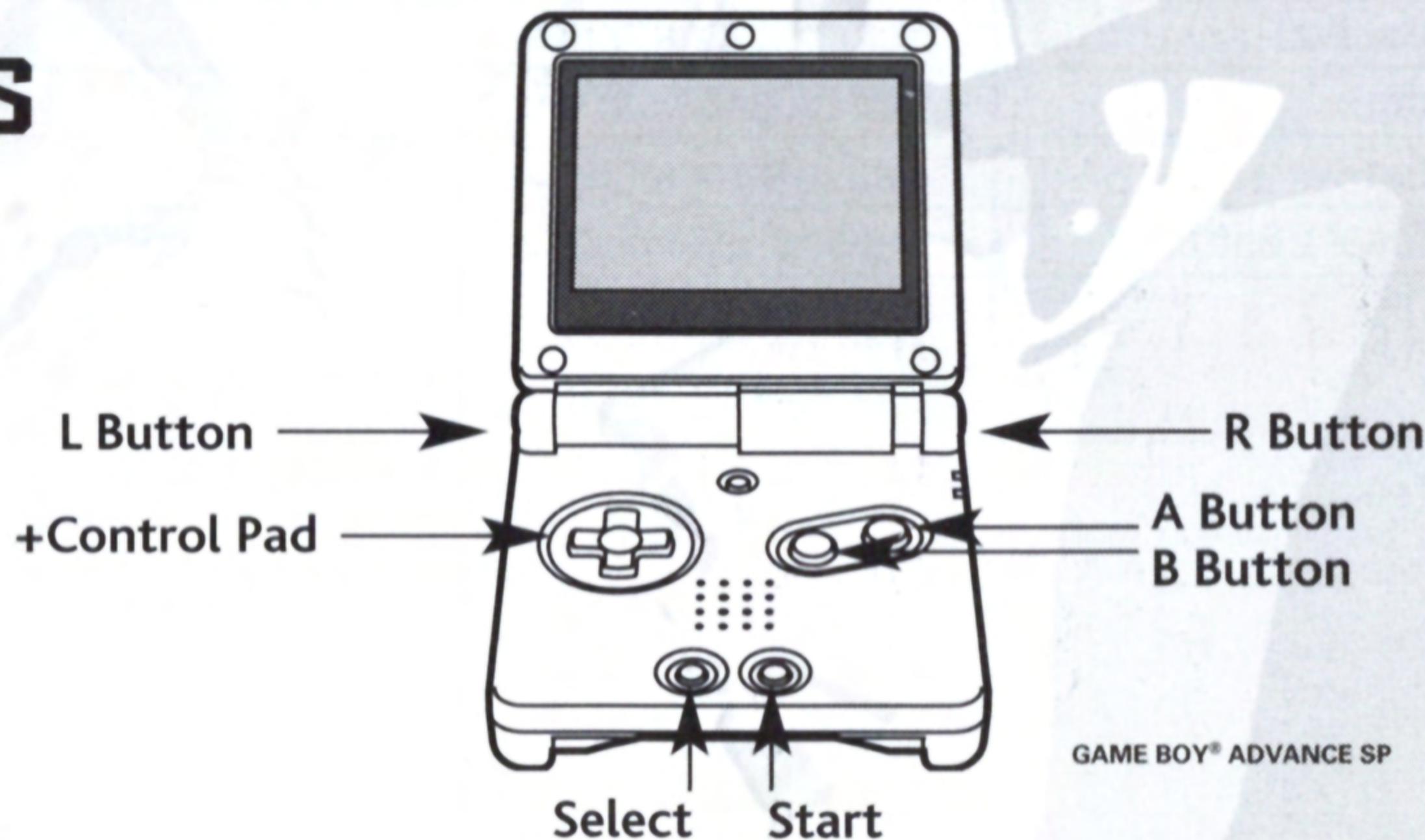
Led by the sprightly, pink-robed Botan after saving the boy, Yusuke® enters a realm that is not quite normal – Spirit World. There, Yusuke® meets Koenma, a 700-year-old ruler with the body of a toddler, pacifier and all! But there's no room for laughs, as Koenma gives Yusuke® an ordeal to restore his life – hatching a Spirit Beast!

By completing a series of tasks, Yusuke® has reclaimed his life, but has only one day to be revived by someone's kiss—and that someone might be Kuwabara®! Back in the flesh, Yusuke® finds he can see supernatural creatures hiding in the living world and quickly hunts down a demon criminal. With this move, he learns his adventure is only beginning. Yusuke® is a Spirit Detective.

# Getting Started

1. Switch the Nintendo® Game Boy® Advance system OFF. Never insert or remove a Game Pak while the Game Boy Advance is ON.
2. Insert the *Yu Yu Hakusho: Tournament Tactics™* Game Pak into the slot on the Game Boy Advance. Press firmly to ensure the Game Pak is correctly inserted.
3. Switch the Game Boy Advance ON. The title screen should appear. If the title screen fails to appear, return to step 1.
4. When the title screen appears, press START to proceed to the Main Menu.

## Controls



GAME BOY® ADVANCE SP

# Menu Controls

CONTROL	ACTION
+Control Pad	Navigate menu cycle menu choices
A Button	Accept
B Button	Back

# Team Select Menu Controls

CONTROL	ACTION
+Control Pad	Turn character wheel
A Button	Add character to team
B Button	Remove character from team
R Button / L Button	View skills and stats for highlighted character
SELECT	Inventory screen
START	Begin battle

# Inventory Menu Controls

CONTROL	ACTION
+Control Pad	Select item
A Button	Pick item to add or remove from inventory
B Button	Return to Team Select screen
R Button / L Button	Cycle through players and their items

# Character Menu Controls (During Battle)

CONTROL	ACTION
+Control Pad	Cycle through Action Menu items
A Button	Confirm
B Button	Cancel
R Button / L Button	View skills and stats for highlighted character
SELECT	Initiative order chart
START	Resume / Goal / Quit

# Saving and Loading

To save your progress while playing, press **START** while on the main map. Select “Save” from the Pause menu. **Note:** This will overwrite your previous save in that slot.

To load a saved game, select Start from the Main Menu and press the **A Button**. Select a saved game and press the **A Button** to load it. Press the **B Button** to return to the Main Menu. Press **START** to delete the selected saved game.

## Main Menu

Use the **+Control Pad** to highlight a menu option. Press the **A Button** to select that option.

**Start:** Begin a game. You will be taken to the “Saving And Loading” screen, where you can start a new game or continue a saved game.

**Options:** Go to the Options menu, where you can adjust the music and sound effects volume.

**Credits:** View a list of people who helped make this game.

# Object of the Game

## The Dark Tournament...

It is the fiercest fighting competition on either side of reality.

Organized by human businessmen who make their fortune in the underbelly of the black market, and muscled by the most notoriously cutthroat demons Spirit World has to offer.

Each millionaire assembles a team of five fighters, and the teams fight to the death.

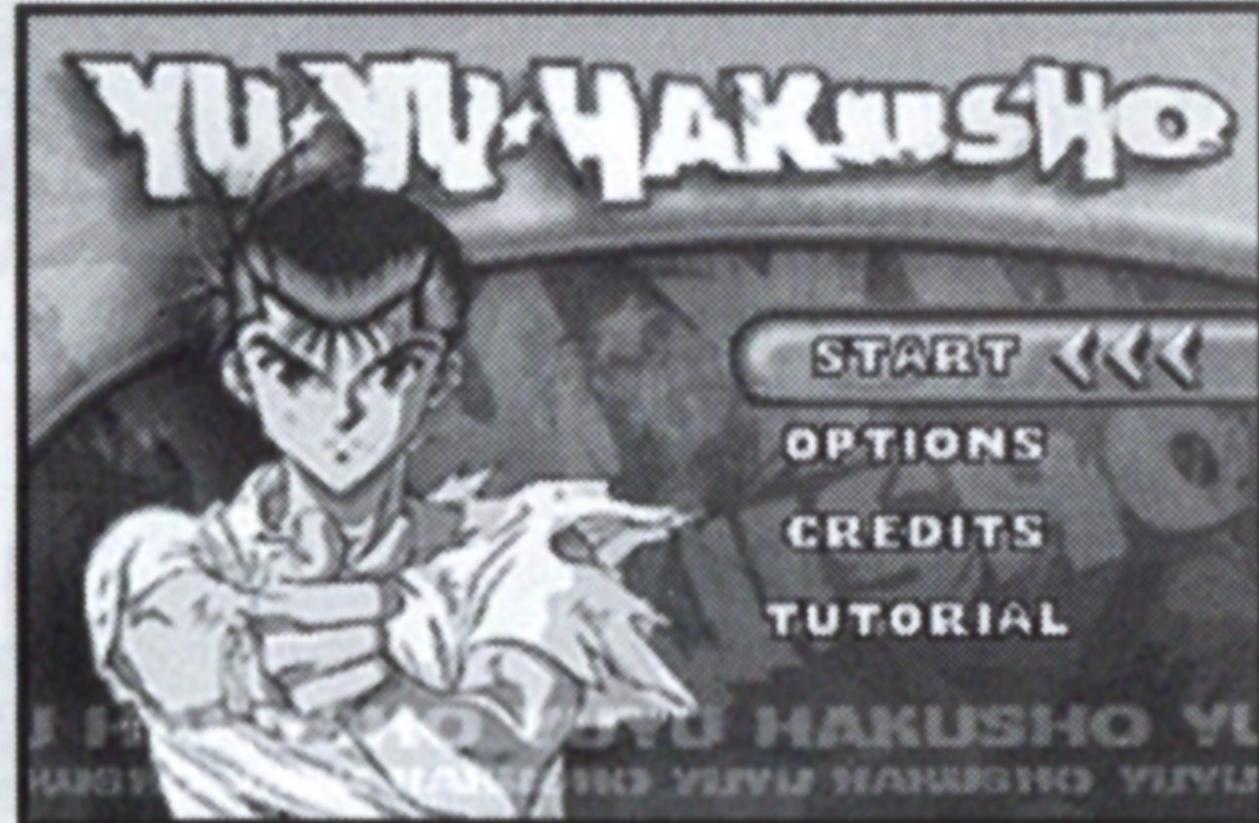
Sometimes, a special team is invited to the tournament as guests, made of fighters who have earned a reputation for causing trouble. Participation is not a choice for them. This year, one such team exists.

Yusuke®, Kuwabara®, Kurama™, Hiei®, and the mysterious masked fighter are this year's special guests.

And so, it begins...

*Yu Yu Hakusho: Tournament Tactics™* is a tactical strategy game based on the *Yu Yu Hakusho: Dark Tournament™* series. Starting as Yusuke Urameshi, you progress through the game defeating enemies and gaining allies in the Dark Tournament as you work your way to the final goal; defeating Toguro and winning the Dark Tournament.

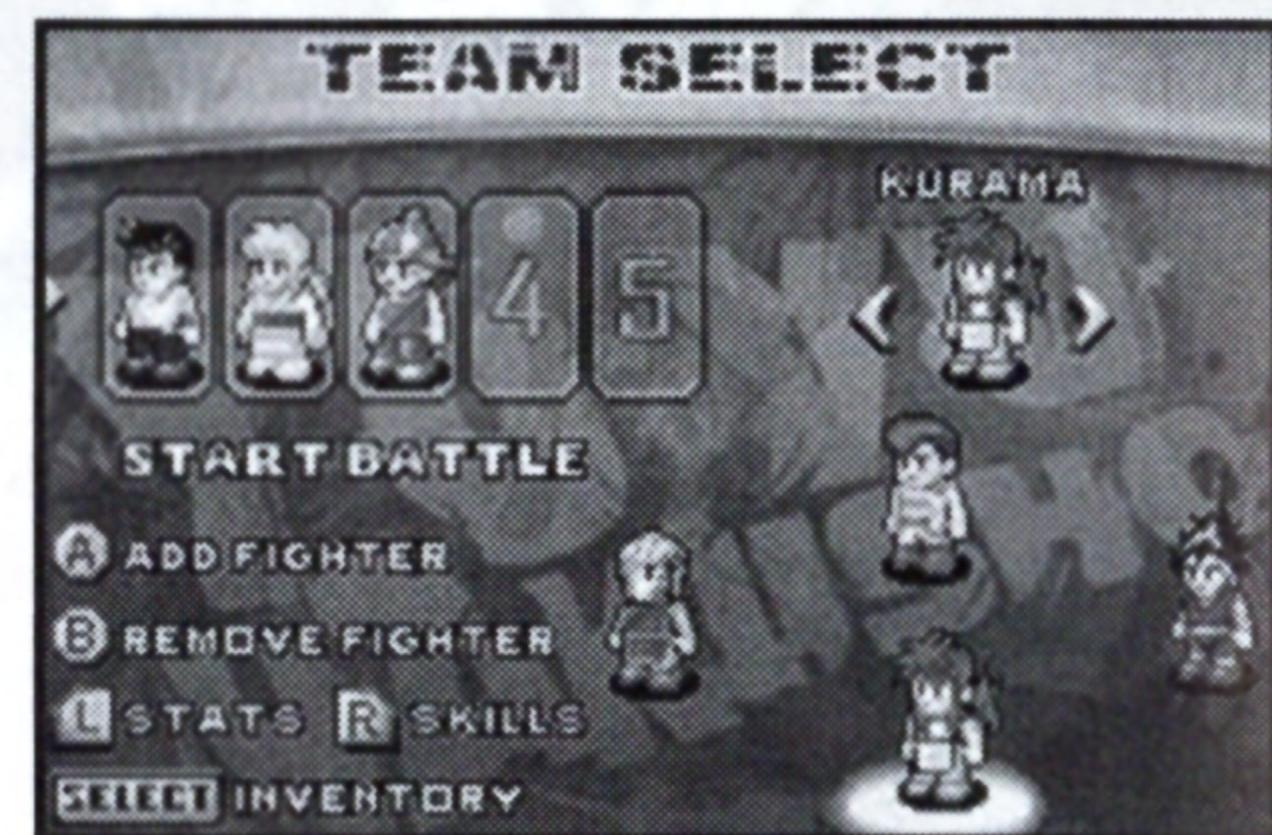
Each of the ten characters you can play has unique abilities that can help Team Urameshi win the tournament. The playable characters include Yusuke®, Masked Fighter™, Hiei®, Kurama™, Kuwabara®, Yukina™, Chu™, Rinku™, Touya™ and Jin™. Similar to the Dark Tournament, you may only select five characters to use at a time. But just because those rules apply to you, don't expect your enemies to play fair.



# Playing The Game

## Team Select

<b>A Button</b>	Add a player to your team
<b>B Button</b>	Drop a player from the team / Return to previous screen
<b>R Button</b>	Skills menu
<b>L Button</b>	Stats menu
<b>SELECT</b>	Inventory screen
<b>START</b>	Begin battle



**Note:** You can press the **L Button** or the **R Button** repeatedly to rotate through each of the primary menus.

## Skills Menu

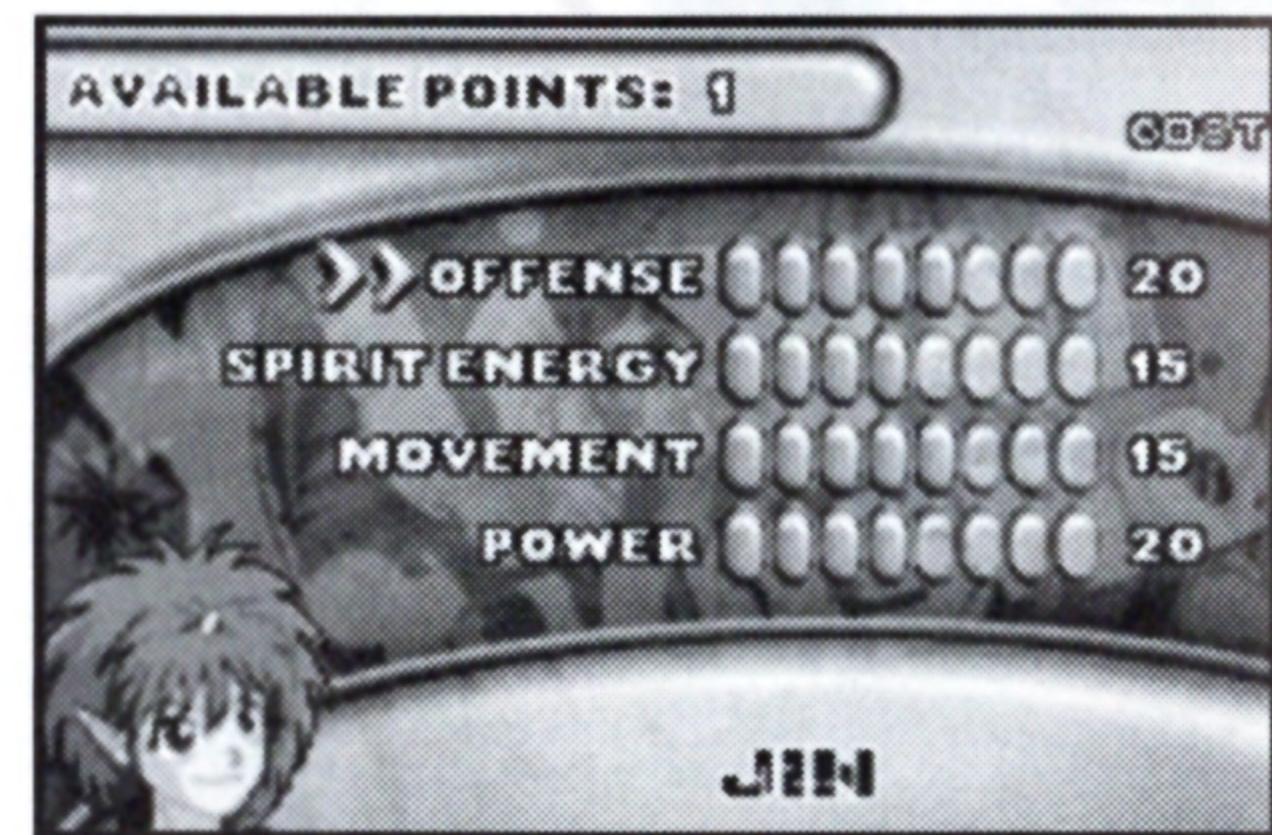
As a character levels, he is awarded skill points that he can "spend" on increasing his skills.

**Offense:** Melee damage

**Spirit Energy:** Spirit Energy

**Movement:** Initiative

**Power:** Hit points



**Note:** Each character is unique and has moves that unlock at different points along the Skills menu. For example, Yusuke<sup>®</sup> unlocks Spirit Gun at level 1 of Spirit Energy and Spirit Punch at level 4 of Power.

## Stats Menu

**Character Name:** Character name

**Experience:** Current experience / points needed to reach next level

**Level:** Level

**Hit Points:** Current hit points / total hit points

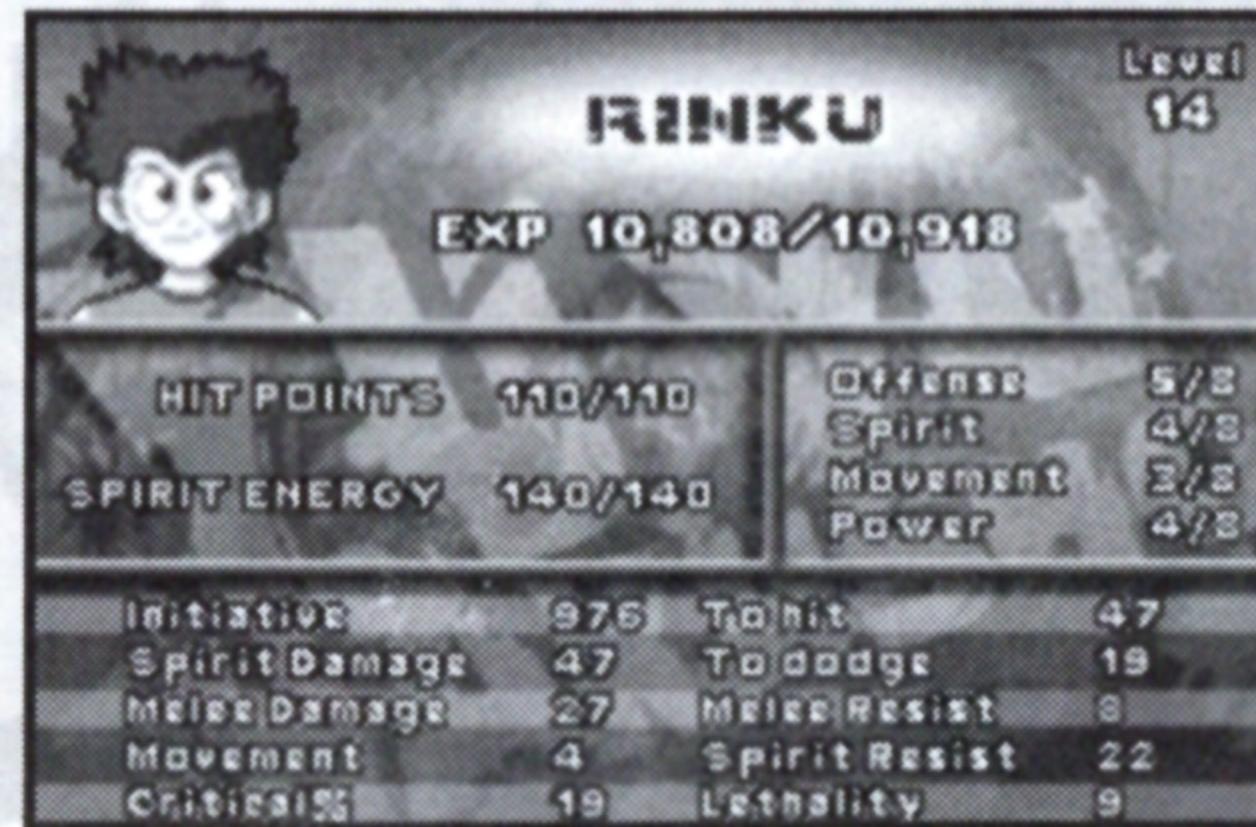
**Spirit Energy:** Current Spirit Energy / total Spirit Energy

**Offense:** Total number of Offense skills unlocked

**Spirit:** Total number of Spirit Energy skills unlocked

**Movement:** Total number of Movement skills unlocked

**Power:** Total number of Power skills unlocked



The screenshot shows the Stats Menu for the character RINKU. At the top right, it says "Level 14". Below that is a portrait of Rinku. To the right of the portrait, the character's name "RINKU" is displayed in bold capital letters. Underneath the name is the text "EXP 10,808/10,918". The main area of the screen is a grid of statistics. The first row contains "HIT POINTS 110/110" and "Offense 5/8". The second row contains "SPIRIT ENERGY 140/140" and "Spirit 4/8". The third row contains "Movement 3/8" and "Power 4/8". The fourth row contains "Initiative 976", "To hit 47", and "Lethality 47". The fifth row contains "Spirit Damage 47", "To dodge 19", and "Melee Resist 8". The sixth row contains "Melee Damage 27", "Movement 4", and "Spirit Resist 22". The seventh row contains "Movement 4", "Spirit Resist 22", and "Crit chance 19".

HIT POINTS	110/110	Offense	5/8
SPIRIT ENERGY	140/140	Spirit	4/8
Movement	3/8	Movement	3/8
Power	4/8	Power	4/8
Initiative	976	To hit	47
Spirit Damage	47	To dodge	19
Melee Damage	27	Melee Resist	8
Movement	4	Spirit Resist	22
Crit chance	19	Lethality	9

# Item Menu

The Item Menu lists available items, including heal boosts, Spirit Energy boots, heal rings and attack rings. Any character can equip these items.

To change characters, press the **+Control Pad** **◀ ▶**. Press the **A Button** to select an item.



# Maps



This is the main map that shows all of the areas in the game. Use the **+Control Pad** to highlight a location and then press the **A Button** to enter the area map of that location.



The area maps are where your team will enter battles. Press the **A Button** on a map spot to enter a battle. Red spots indicate a battle has already been won, and a flashing spot indicates your next fight. Press the **B Button** to exit to the main map.

# Action Menu

You select your characters' actions from the Action Menu:

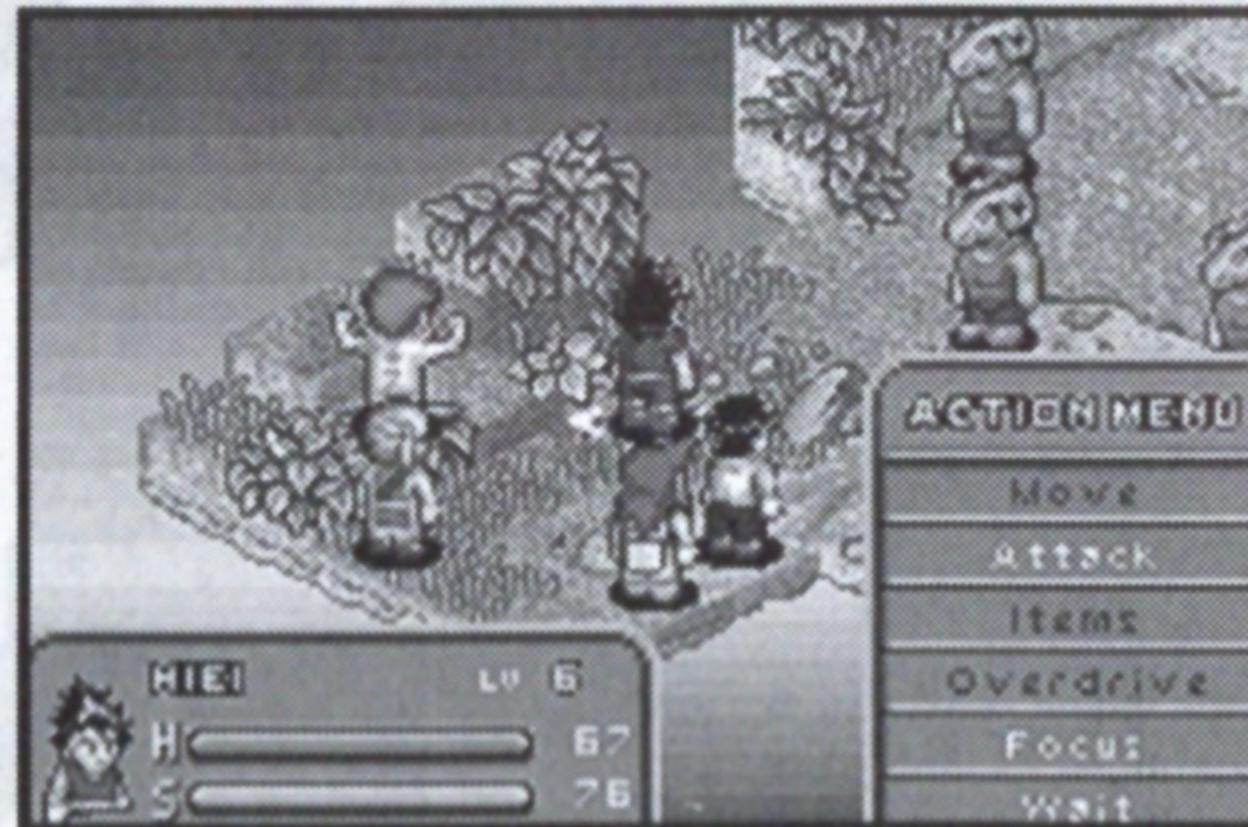
**Move:** Move to a different spot on the landscape. When you select Move, the ground will highlight to show where your character can go.

**Attack:** This opens the Attack Menu, which lists available attacks and their Spirit Energy cost.

**Overdrive:** If your character has built up enough damage to enemies, you can launch a devastating Overdrive attack.

**Focus:** Opens the Focus Menu, which lists alternate moves (see "Focus Menu" on page 14).

**Wait:** Choose this to make a character skip the current turn.

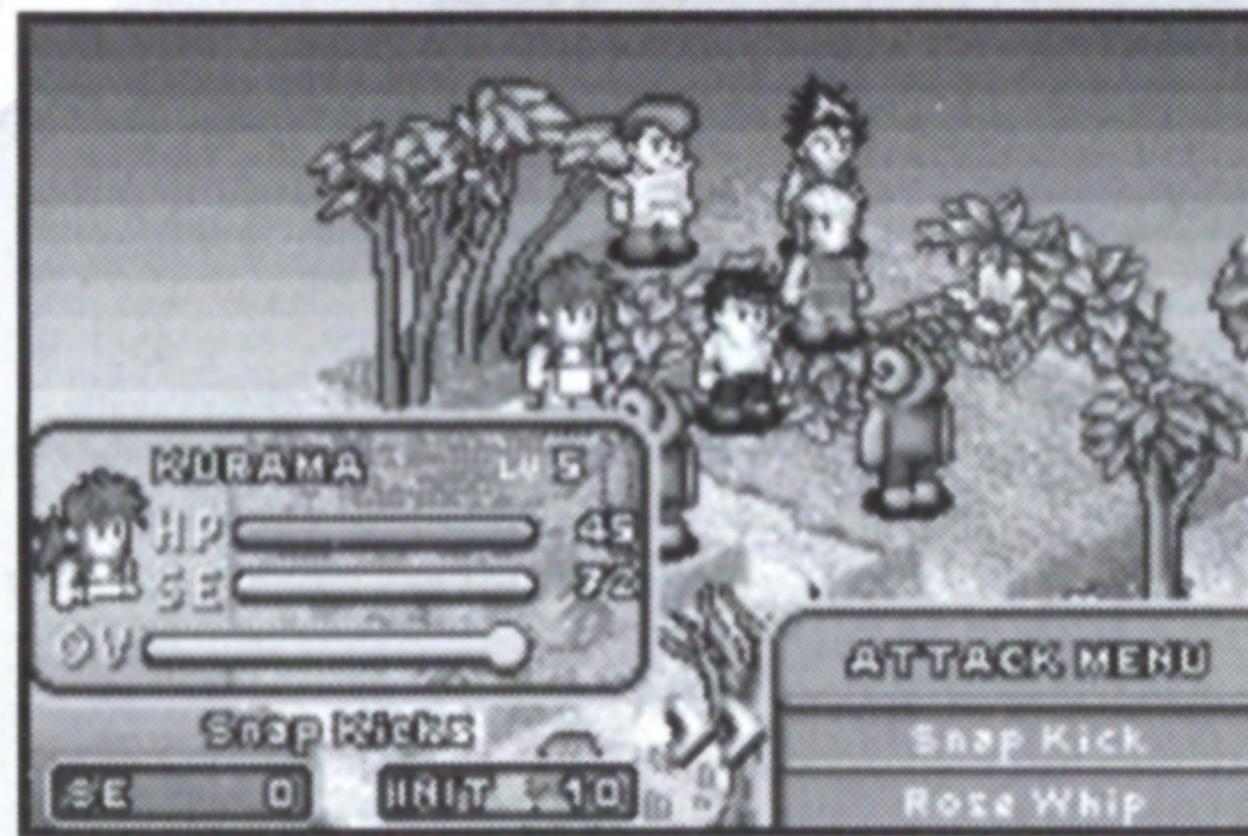


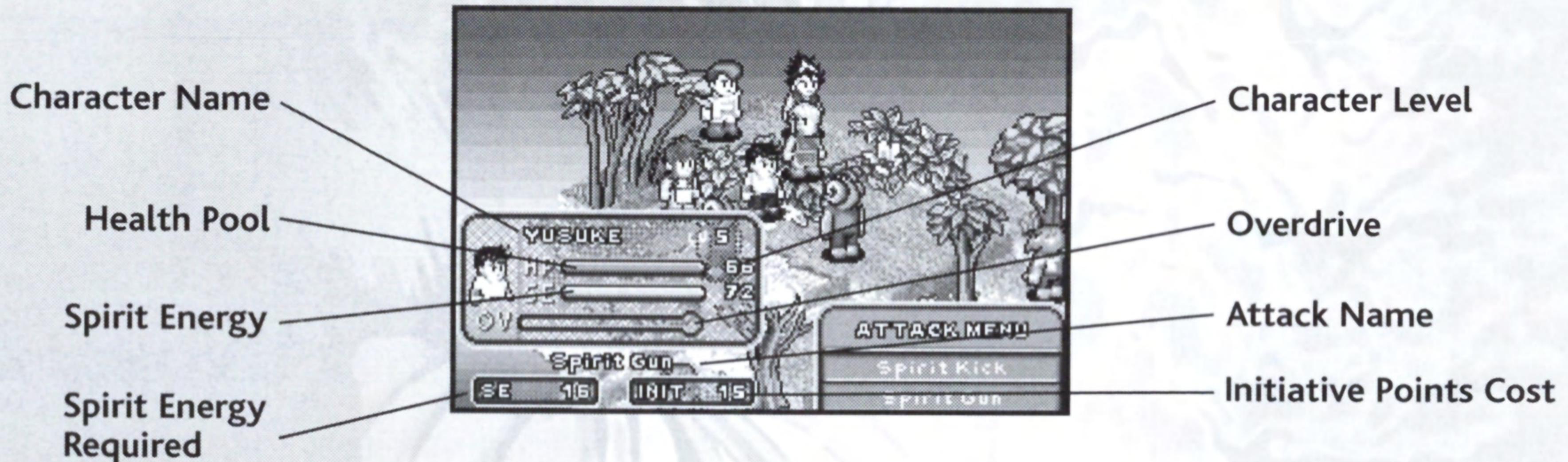
# Attack Menu

The Attack Menu will vary by character, depending on which attacks are unlocked.

Select an attack from the menu and then choose an enemy. As you highlight an enemy, information about him appears on the screen.

Once you choose an attack, a window opens to display the following information:





## Focus Menu

**Defend:** Decrease damage taken

**Taunt:** Pull enemies away from a friendly player toward the taunting character

**Mend:** Replenish some hit points on selected character

**Recharge:** Replenish some Spirit Energy Points on selected character



# Battle Summary

The Battle Summary screen appears following a successful battle. The symbol on the right shows if a character has leveled up.

Press the **+Control Pad** to select a character and press the **A Button** to display the Stats Menu for that character. Press **START** to return to the Main Map.

BATTLE WON!				
	EXP	BONUS	TOTAL	
YUSUKE	0	0	= 0	
YUKINA	0	0	= 0	
RINKU	0	0	= 0	
MASKED FIGHTER	37	0	= 37	
KURAMA	0	0	= 0	
EXIT				

# Battle

You will have three basic forms of attack during the game

**Melee:** This is when you attack the enemy right next to your square in one of the directions you are facing.

**Ranged:** This is where you fire a projectile at the enemy who is one square away, the range will vary from each move.

**Area Effect:** You can hit multiple enemies with one attack that covers a set area of squares. You can aim at some area attacks, while others will surround your character.

There are two types of attacks: melee and Spirit Energy. Melee attacks are kicks, punches and weapon attacks. Spirit Energy attacks use Spirit Energy points from your energy pool.

# Spirit Energy

Every character has a number of Spirit Energy points available. This number increases as a character gains levels.

Each attack that uses spirit energy costs Spirit Energy points. For example, Yusuke<sup>®</sup>'s Spirit Gun costs 12 Spirit Energy, and his more powerful Spirit Shotgun costs 55 Spirit Energy.

Melee attacks do not require Spirit Energy points.

# Initiative

The initiative system determines the order in which all characters move. All the actions a character takes add to his initiative number. If a character uses a high number of initiative points, he or she must wait longer for his or her next turn. Remember to check the initiative number of a move before you use it.

During the game, you will be able to see which character is at the top of the list and ready. You can look at the Order list by pressing **SELECT** while on the strategy map.

## Example

CHARACTER NAME	INITIATIVE ROUND 1	IP COST FOR CURRENT ACTION	INITIATIVE ROUND 2
Yusuke®	2	3	5
Minotaur Demon	2.5	3	5.5
Hiei®	3	1.5	4.5
Flying Demon	3.5	2	5.5
Kurama™	4	2.5	6.5
Roto	5	4	9
<b>START</b>	Begin Battle		

In this example, the order of the attackers in Round 1 would be Yusuke®, Minotaur Demon, Hiei®, Flying Demon, Kurama™ and Roto, because the lowest number is fastest. In Round 2, the character with the lowest initiative would be Hiei® with 4.5, Yusuke® with 5, then a random choice of the Minotaur or the Flying Demon with 5.5. Kurama™ would be next with 6.5 and Roto would again be last with 9.

Focus Actions, such as Mend, Taunt, Defend and Recharge, also require IP.

# Skills List

NAME	EFFECT	BASED ON
Initiative	Initiative	Movement
Spirit Damage	Spirit damage	Spirit
Melee Damage	Melee damage	Offense
Movement	Movement	Movement
Critical %	Chance to strike a critical blow	Offense / Power
To Hit	Ability to hit an enemy	Offense
To Dodge	Ability to dodge an enemy	Movement
Melee Resist	Ability to reduce melee damage	Power
Spirit Resist	Ability to reduce spirit energy attacks	Spirit
Lethality	Damage variance	Spirit / Movement

Each character has a variety of statistics that are based off of the primary skills. As you increase a character's skills when you level up that character, you also increase other abilities. For example, when a character's Movement skill increases, it increases his or her ability to move more squares per round, which increases that character's initiative and ability to dodge attacks.

# Characters



## ***Yusuke***<sup>®</sup>

**Unlockable Moves:** Spirit Kick, Spirit Wave, Spirit Gun, Spirit Shotgun, Mega Gun, Spirit Combo



## ***Kuwabara***<sup>®</sup>

**Unlockable Moves:** Spirit Sword, Long Sword Strike, Energy Blade Storm, Super Sword, Spirit Swatter, Double Sword



## ***Kurama***<sup>™</sup>

**Unlockable Moves:** Rose Whip, Thorn Wheel, Death Seed, Yoko Death Plant, Whip Slash Fury, Snap Kick



## ***Hiei***<sup>®</sup>

**Unlockable Moves:** Mortal Flame, Darkness Sword, Darkness Flame, Dragon Summon, Sword Splitter, 18 Slash Jagan



## ***Masked Fighter***<sup>™</sup>

**Unlockable Moves:** Spirit Kick, Spirit Gun Double, Air Shotgun, Giant Blast Gun, Reflection Blast, Rapid Punch



## Rinku™

**Unlockable Moves:** Quick Kick, Yo Yo Shock Bite, Yo Yo Shot, Serpent Calling, Serpent Snare, Poison Strike



## Chu™

**Unlockable Moves:** Stumbling Fist, Crusher Kick, Spirit Ball Shot, Power Shot, Head Butt, Rapid Jabs



## Yukina™

**Unlockable Moves:** Frozen Wind, Frozen Tears, Focused Healing, Healing Ring, Hero Healing, Rallying Strength



## Touya™

**Unlockable Moves:** Frozen Fist Combo, Cold Spires, Ice Sword Swing, Icicle Falls, Ice Driver, Shards Of Ice Blast



## Jin™

**Unlockable Moves:** Wind Punches, Double Tornado, Crush, Tornado Raid, Wicked Tornado, Tornado Fist, Fly By Kick.

# Credits

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# Notes

# Notes

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# Atari Web Sites

To get the most out of your new game, visit us at:

[atari.com/us](http://atari.com/us)

If you would like to chat with other gamers, as well as developers, visit our Community Forum area at:

[ataricommunity.com](http://ataricommunity.com)

**Kids, check with your parent or guardian before visiting any web site.**

**Chat Messages:** Atari does not monitor, control, endorse, or accept responsibility for the content of chat messages. You are strongly encouraged not to give out identity or other personal information through chat message transmissions. Kids, check with your parent or guardian if you are concerned about any chat you receive.

Use of Atari web sites is subject to terms and conditions, which you can access at:

[atari.com/us/tos](http://atari.com/us/tos)

# Technical Support (U.S. & Canada)

## Help Via the Internet

Up-to-the-minute technical information about Atari products is generally available 24 hours a day, 7 days a week via the Internet at:

**atarisupport.com**

Through this site you'll have access to our **FAQ** (Frequently Asked Questions) documents, our **Hints/Cheat Codes** if they're available, and an **E-Mail** area where you can get help and ask questions if you do not find your answers within the **FAQ**.

- **Note:** In the event we must send you a Hint Sheet, FAQ document, patch or update disc via E-mail, we may require verifiable consent from a parent or guardian in order to protect children's privacy and safety online. Consent Forms are available at the web site listed above.

## Help Via Telephone in the United States & Canada

For phone assistance, call **Atari Technical Support** at **(425) 951-7108**. Our **Interactive Voice Response** system is generally available 24/7, providing automated support solutions immediately.

This console-based product has automated support, which includes information such as gameplay tips, information on Control Keys, possible Cheat Code combination keys, and instructions for finding secret screens and/or additional game levels (if these type of items exist and are made available for this particular product).

Great News! We've improved our Automated Systems so that you can get product-specific Troubleshooting help more quickly. All you need to do is enter the product's **Part #** when prompted to do so. This will take you directly to all of our known issues

and solutions for this title. The product's **Part #** is located in several places (on the CD label, Game Pak, package and/or plastic disc case, if applicable) and is usually identified by a number such as **04-12345**. When prompted by the Automated System, enter the **last five digits** of your product's Part #. (For example, Part # 04-12345 would require that you enter the "12345" portion of the number for that product.) **Note:** Some products simply feature a five-digit Part # without an "04-" prefix.

Live support is generally available Monday through Friday, 8:00 AM until 6:00 PM (Pacific Time). **Note:** We may be closed on major holidays.

### Product Return Procedures in the United States & Canada

In the event our technicians at **(425) 951-7108** determine that you need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include the Return Merchandise Authorization Number (RMA#) supplied to you by the technician, and your telephone number in case we need to call you. You will receive the mailing address when the technician gives you the RMA#. Any materials not containing this RMA# will be returned to you unprocessed.

### Warranty Policy in the United States & Canada

If our technicians determine that the product storage medium is found to be defective within ninety (90) days of original purchase, (unless otherwise provided by applicable law), Atari will replace the item free of charge, to the original purchaser, if the item is accompanied by the original dated receipt and packaging.

# End-User License Agreement

**IMPORTANT — READ CAREFULLY:** Please be sure to carefully read and understand all of the rights and restrictions described in this End-User License Agreement (“EULA”).

## AGREEMENT

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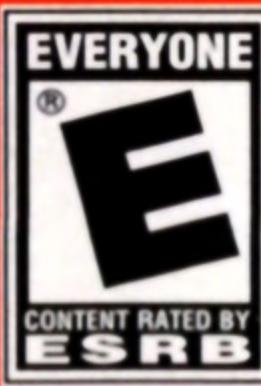


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